



BEN MEYER

Animator/Rigger

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meben.org

Jersey City, NJ

EDUCATION

**BFA COMPUTER ART,
ANIMATION, VFX**
School of Visual Arts
2018-2022

EXPERTISE

3D Animation
Rigging
Technical Animation
Sculpting
Python

SOFTWARE

Maya
Unreal Engine
Adobe Suite
Advanced Skeleton
mGear
ZooTools
Unity
Zbrush

SHIPPED TITLES

People of Note
House of Hikmah
Blacktop Hoops

AWARDS

Best in Show - CG FILM
"MIDAS"
SVA's Class of 2022 Thesis Showcase
Funniest Animation
Nathan Love Worshipper Animation
Contest

WORK

Hornet - Character Rigger

March 2026 - Present

- Led development of high-end character rigs for a major brand campaign, creating robust facial deformation systems and flexible, custom-built rigging solutions.

PSYOP - Rigger/Animator/Technical Animator

May 2022 - Dec 2022, Jul 2025 - March 2026

- Experience in character and prop rigging, cloth simulation, secondary animation, shot-sculpting, and character blocking & posing.
- Contributed to projects such as Apex Legends, Aldi, The General Insurance, Clash of Clans, and Dream Games.

Agua Dulce Studios - Character Supervisor & Rigger

Oct 2025 - Present

- Led rigging efforts & support for all characters in production, improving functionality and animation workflow, fixing issues as they arose, supporting testing and integration, and working closely across 2D and 3D pipelines to ensure rigs stayed cohesive with the project's unique visual style.

Lunacy Studios - 3D Character Animator

Oct 2026 - Present

- Retargeted and cleaned mocap/Fab Store assets to our characters, implemented and polished animations for UE5 (gameplay + sequencer), updated rigs and in-engine dynamics, and hand-animated facial, interaction, and cinematic beats.

Iridium Studios - 3D Facial Animator

May 2024 - Apr 2025

- Sole facial animator for cinematics across a diverse cast of characters.
- Enhanced facial and body rigs to improve functionality, range, and performance quality.
- Rebuilt blendshape systems to support expressive, story-driven animation.

Jabimation - Rigger

Jul 2025 - Jul 2025

- Built a character rig in a limited time-frame for a pitch.

HOPR - Animator/Rigger

Aug 2022 - Dec 2025

- Delivered character and prop rigging and animation under tight deadlines for clients like Google Firebase, Android, and Chrome

Story Leaf - 3D Animator

Oct 2024 - Jan 2025

- Refined a character's animation style for an influencer campaign, developing pose libraries and animating ~30-second spots
- Streamlined shot workflows in collaboration with rigging and look dev teams

Vinci Games - Character Rigger

Jun 2023 - Sep 2023

- Developed main avatar rigs with precise skin-weighting optimized for Unity, including clothing for both male and female characters

HUMXN - Animator/Rigger

Oct 2022 - Dec 2022

- Riggered apparel for Metahuman characters and implemented assets in Unreal Engine
- Created character poses for a campaign in collaboration with Louis Vuitton